初音ミク HATSUNE MIKU Project DIVA f 2nd

Instruction Manual

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* With the exception of some modes, the PlayStation®Vita handheld entertainment system network functionality may occasionally become inactive. An alert will be displayed onscreen when this occurs. Return to the LiveArea™ screen to reconnect.

Hatsune
Miku
Kagamine
Rin
Kagamine
Len

Megurine
Luka

Kaito

Meiko

Getting Started

This title includes the following features. Please check save settings before you begin playing.

Clock: This software uses the PlayStation®Vita system internal clock. Please ensure it is set to the correct time.

Save: In addition to Autosave, you can Cross-Save games with the version on the PlayStation®3 system. See p.10 for further details.

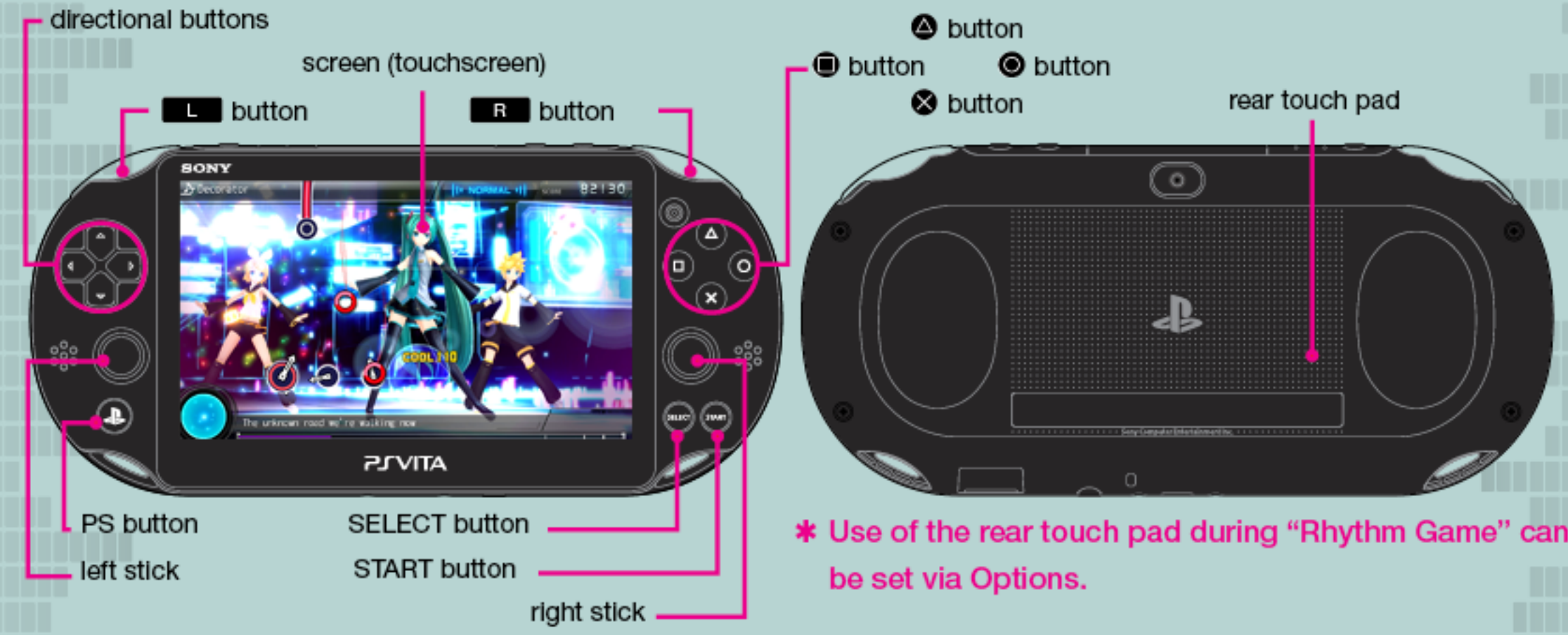
Import Previous Game's Data: You can import some data from the prequel, *Hatsune Miku: Project DIVA f* for the PlayStation®Vita system (p.9).

MP3 Files: See p.16 for information on using MP3 files.

* For information on setting the clock and managing music data, please consult the PlayStation®Vita system's online instructions at http://manuals.playstation.net/document/

6 Getting Started

PlayStation®Vita System



✱ Use of the rear touch pad during “Rhythm Game” can be set via Options.

Menu Controls

Use the directional buttons to select menu items, or touch/flick the screen (touchscreen) of your PlayStation®Vita handheld entertainment system to make a selection.

Please refer to the following for in-game controls:

- Rhythm Game ➔ p.21
- Edit Mode ➔ p.48
- Network ➔ p.75

8 Getting Started

directional buttons	Make selection / Move cursor
⊗ button	Confirm selection
○ button	Cancel / Return to previous screen
START button	Start game (Title Screen) / Display / Hide Pause Menu
L button	Move through lists a page at a time / Switch camera in DIVA Room
R button	Move through lists a page at a time / Switch camera in DIVA Room

* Please note that controls vary by game mode. Take a look at the guidance text at the bottom of each screen for other controls you can use.

9 Starting the Game

Press the START button at the title screen, and select “NEW GAME” or “LOAD GAME” to start playing. Select the mode that you wish to play at the Home Menu.

Import Previous Game’s Data

If you have game data for the previous title, *Hatsune Miku: Project DIVA f*, stored on your memory card, you can import Modules and Customization Items that you’ve previously unlocked. This import can be performed one time only. Data can be imported after you select “NEW GAME”, or via “Other” ➔ “Import Previous Game’s Data (p.20)”.

You can import the previous game’s system data from each respective save slot.

✱ Edit Data can be imported from within Edit Mode (p.48).

10 Starting the Game

Saving

Once you have saved your game progress for the first time, all subsequent saves will be made to the same slot. You can create up to three system data files. If the Autosave feature is set to ON at startup, then data will be saved to the selected slot automatically. If you want to manually save your game, select “Other” ➔ “Save (p.20)” from the Home Menu. You can toggle between manual save and Autosave using the “Game Options” selection at the “Other” menu.

—Caution when saving data—

- Once you have saved a game, all subsequent saves will overwrite that system data.
- If Autosave is turned OFF, you will lose unsaved progress when you return to the Title Screen.
- System data is saved automatically when exiting Edit Mode. However you will have to manually save any Edit Data you have created (p.72).

Importing Japanese Version Save Data

If you have previously played the Japanese version of *Hatsune Miku: Project DIVA F 2nd*, you can import your data from that version into the English version. This process accesses the Japanese version's Cross-Save data, so you must execute Cross-Save on your Japanese version first. Once done, import the data by going to the Title Screen and selecting "Import". From there, follow the on-screen instructions to import your Japanese version save data.

—Caution when importing Japanese save data—

- You will need to be logged into PSN℠ to import your Japanese save data.
- When you import your save data, it will be saved to the same save data slot that you were using in the Japanese version. **Please be aware that any pre-existing save data in this slot will be overwritten.**
- Specific save data categories imported from the Japanese version are the same as those for Cross-Save (p.12).
- You are able to import your Japanese Cross-Save to your local save file multiple times. However that data is only applied to your Cross-Save data the first time you Cross-Save it.
- **WARNING:** If you attempt to import Japanese save data again on a slot that has existing English Cross-Save data, your imported data will be over-written upon using Cross-Save. This is because your English Cross-Save data will take priority over the imported data. If you want to import Japanese save data multiple times, you will need to delete your Cross-Save data on PSN℠ before doing so, otherwise the content of your imported save will be lost. To delete existing Cross-Save data, on the Title Screen, select "New Game" and choose to Cross-Save. When the prompt appears, select the option to "Delete Cross-Save data and begin a new game" to delete your Cross-Save data for the slot in question. You can now safely import your Japanese save data again.

12 Cross-Save

You can use PSN[SM] to Cross-Save your save data, allowing it to be shared between this game and *Hatsune Miku: Project DIVA F 2nd* for the PlayStation®3 system.

Performing Cross-Save

Connect to PSN[SM] and save your system data for either system to the *Hatsune Miku: Project DIVA F 2nd* server. There is no charge for this service. Provided the same Sony Entertainment Network account is used, the system data you have uploaded can be played on both systems. You will also be able to use the same save data across different PlayStation®3 and PlayStation®Vita systems.

13 Cross-Save

ON/OFF Setting

You can adjust Cross-Save settings at “Other” ➔ “Game Options (p.17)”. Cross-Save can be set to “OFF”, “Auto” or “Manual”. When set to “Manual”, you can Cross-Save either at start-up after selecting your system data, or when you select the “Save” option from the “Other” menu.

✱ When Autosave is set to “ON” and Cross-Save is set to “Auto”, you will perform Cross-Save automatically whenever you return to the Home Menu.

Target Slot

When Cross-Save is turned ON, the system data saved in the save slot selected will be synchronized with the same numbered slot for both versions on the PlayStation®3 and PlayStation®Vita systems. For example, “System Data 1” of this title will synchronize with “System Data 1” of the version on the PlayStation®3 system.

14 Cross-Save

Loading System Data from the PlayStation®3 System

Do you want to connect to the network and Cross-Save?
Cross-Save allows you to share save data between your PlayStation®Vita system and PlayStation®3 system by signing into "PSN" using the same Sony Entertainment Network account on both systems.
Yes
No

To play using save data from *Hatsune Miku: Project DIVA F 2nd* for the PlayStation®3 system, select “NEW GAME” at the Title Screen, and then choose the same save slot that the System Data is stored on the PlayStation®3 system. The System Data will be synchronized immediately upon starting the game, or upon activating Cross-Save in “Other (p.18)”. You can now play using the System Data from the PlayStation®3 system’s version of the game.

When Cross-Save is Unavailable

If you are unable to sign in to PSN℠, Cross-Save will be temporarily unavailable, and your progress will only be saved to your PlayStation®Vita system. Synchronization will take place the next time your system connects to PSN℠.

15 Cross-Save

What happens during Cross-Save?

System data stored on PSN℠ and your memory card is compared, and as a general rule the data which has progressed the furthest will take priority, regardless of the date it was saved. Specific save data categories are handled as follows:

DIVA Room Affinity and Mood: Data with the longest play time takes priority.

Customization Settings (p.31), Remodel Settings, Button Sound Settings: When you select NEW GAME, any existing system data stored on PSN℠ is imported. Any changes you make to these settings will not be synchronized.

Volume, Rhythm Game Button Calibration Timing, Flick / Scratch Sensitivity settings from the "Other" menu (p.17, p.18) and Edit Play play history: This data is not synchronized between systems.

* Songs and DLC marked with the "EXTRA" label are not synchronized.
* Regardless of your Cross-Save setting, trophies for this title are shared with the version on the PlayStation®3 system, provided the same Sony Entertainment Network account is used.

16 Using MP3s

Using MP3s

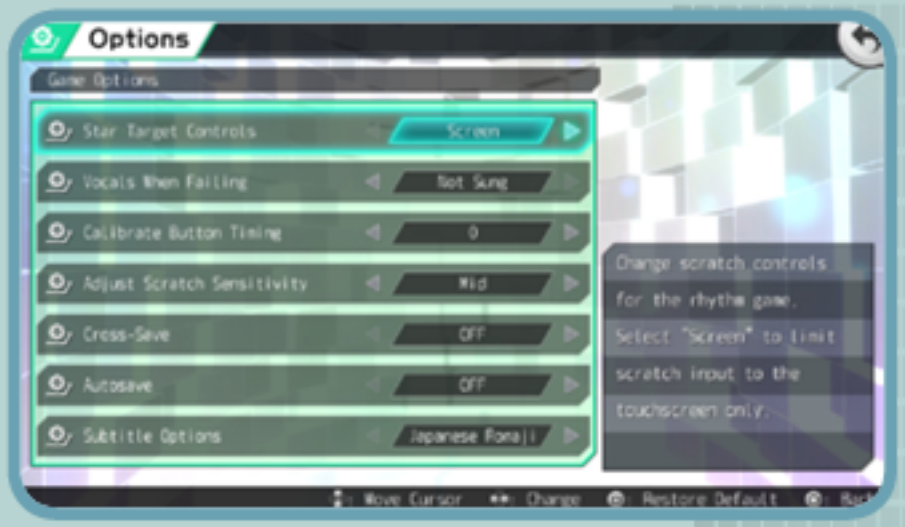
You can save MP3 Files to your memory card via “Content Manager” at the PlayStation®Vita system home screen. For information on using “Content Manager” and other PlayStation®Vita system functions, please refer to the User Guide Online Manual (http://manuals.playstation.net/document/)

- This game can only open “MPEG-1 Audio Layer 3” (MP3) format data files.
- MP3 files that you can play will be listed in-game at the DIVA Room, Edit Mode etc.
- MP3 data cannot be uploaded to the online server along with Edit Data.
- Please use MP3 files at your own risk. SEGA cannot be held responsible for any damage or loss of data caused by misuse.

17 Other

In this menu, you can edit game settings and save your game progress.

Game Options



Star Target Controls

Select the input method for Star Targets. You can choose between “Screen”, “Rear Touch Pad”, “Both”, or “Analog Sticks”.

Vocals When Failing

Here you can set whether song vocals are interrupted when you miss a note. When set to “Sung”, your character will persevere regardless.

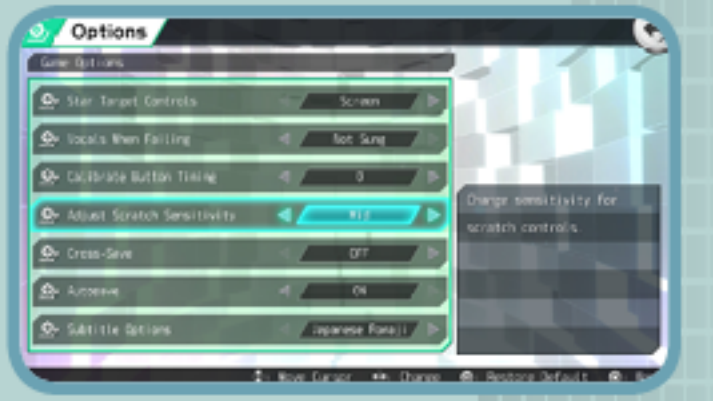
Calibrate Button Timing

If you feel like Melody Icons are passing through the target later than your button press, reduce the calibration to a value between -150 and -1. If you feel like the icons are early compared to when you press the button, increase the calibration to a value between 1 and 150. Note that “1” on this scale adjusts the button timing by 1/1000 of a second.

18 Other

Adjust Scratch Sensitivity

Adjust the sensitivity of the scratch controls (p.28).



Cross-Save

Set Cross-Save to OFF / Manual / Auto.

Autosave

Set Autosave ON or OFF.

Subtitle Options

You can choose between Japanese Romaji and English subtitles for the game's videos. To change this setting, go to "Other" ➔ "Game Options" ➔ "Subtitle Options" and choose between "English" or "Japanese Romaji".

✱ Please note that some songs do not include English translations.

19 Other

Sound Options

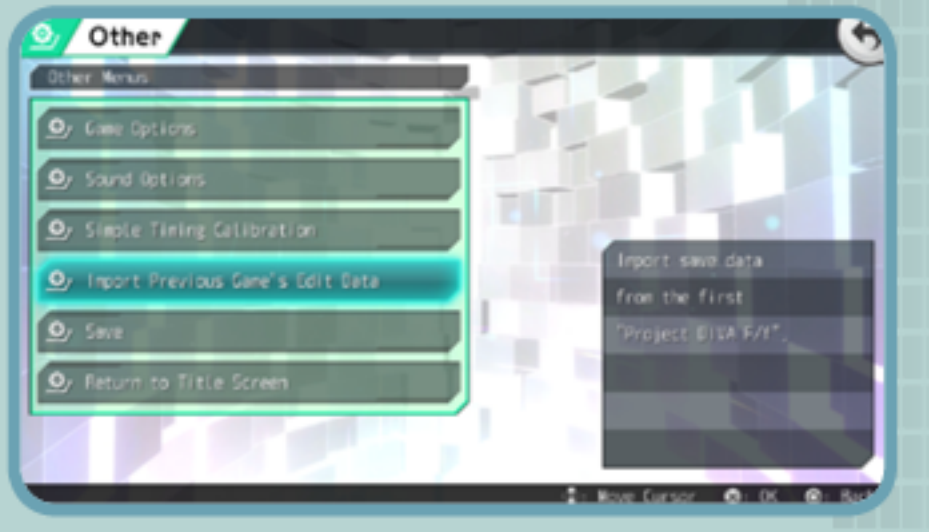
Adjust the volume of in-game sounds. Move the sliders to the right to increase volume.

Simple Timing Calibration

Choose this feature and follow the instructions to adjust the target timing in the rhythm game. The timing set here will be saved for the Game Option “Calibrate Button Timing”.

20 Other

Import Previous Game's Data



Some content from Save Data from the previous title can be imported. You can import Edit Data within Edit Mode (p.48).

* This option only appears when your memory card contains save data from the previous game that you have not yet imported.

Save

Save the game manually. Once you have chosen a save slot, such as when you start the game, you will not be able to change to a different slot.

Return to Title

This will return you to the main Title Screen. If Autosave is set to OFF and you have not saved manually, your game progress will be lost.

21 Rhythm Game

The “Play” Menu includes three rhythm game modes.

Tutorial

Recommended for the first time you play the rhythm game.

Rhythm Game

Choose a song to play. Clearing songs will unlock more songs and difficulty levels to choose from.

Edit Play

Play using Edit Data you’ve created or downloaded. This option is only available when you have Edit Data saved. See p.73 for further information.

Rhythm Game

Select a tab to choose a difficulty, and then choose a song you wish to attempt from the list. Select “Sort” to sort songs by name or difficulty, and press the △ button to preview the selected song.

Difficulty

Clearing a song’s NORMAL level unlocks its HARD level. Clearing HARD unlocks its EXTREME level.

Spotlight Songs

Once you’ve watched the credits, songs will occasionally be marked with a pink bow to “Spotlight” them. Clear these “Spotlight” songs to receive bonus Diva Points (DP).

23 Rhythm Game

Unlockables

See the conditions for unlocking in-game items and more for a particular song, and other game-wide unlockables. When you select a song, you can see how many items there are left to unlock in the upper right corner of the tab.

Customize

Here you can change your characters' costumes and accessories as you please (p.31).

Watch Video

View videos of songs you have cleared with a grade of STANDARD or higher.

Start

Proceed to the start screen. Here you can use Rhythm Game Items and customize button sounds.

Rhythm Game Items: Items that can help you through difficult parts of the game (Help Items), or make the game more difficult (Challenge Items). Spend DP to use one of these items on a song. The item's effects will be applied automatically.

Up to three items can be used in a single play. Note that you cannot select a combination of Help Items and Challenge Items when playing a song.

24 Rhythm Game

Game Screen

1. **Score:** You'll earn points based on timing and the length of your combos.
2. **Targets**
3. **Melody Icons**
4. **Timing Grade and Combo Count:** There are five levels of Timing Grades: COOL / GOOD / SAFE / BAD / MISS. COOL and GOOD grades build your combo. But watch out! Any grades lower than SAFE deplete your Song Energy Gauge.
   * Pressing the wrong button at the right time will give you a SAFE rank or lower (COOL?, GOOD?), and this will break your combo.
5. **Song Energy Gauge:** This indicator fills up or drops in response to your Timing Grades. If this gauge reaches zero, the song will end.
6. **Grade Gauge:** This bar grows and changes color depending on your timing grades.

   SO CLOSE → STANDARD → GREAT → EXCELLENT → PERFECT
7. **Item In-use:** Shows the Rhythm Game Item you've selected when starting the game.

How to Play

Melody Icons will drift in from the sides of the screen after ○, ✕ and other targets appear. Press the corresponding action button when the Melody Icon reaches the target. For a ☆ Icon, scratch anywhere on the touchscreen as the star hits the target.

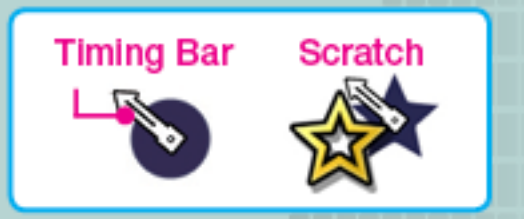
If you miss a target, your Song Energy Gauge will drop, and your performer's vocals will start to break up. If the gauge reaches zero, you'll DROP X OUT and get a Game Over.

26 Rhythm Game

Controls

Hitting the Target

Melody Icons will reach their targets right when the Timing Bar (at right) points directly upwards. Push the button or slide your finger on the screen (touchscreen) at the correct time to hit the target.

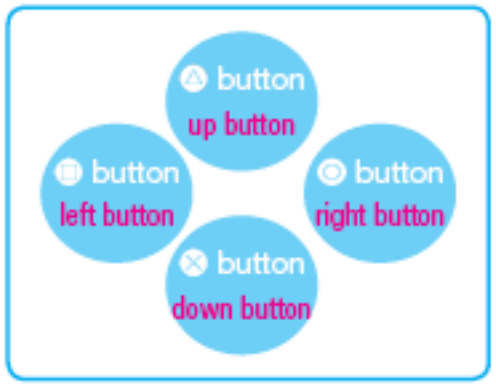


Normal Targets

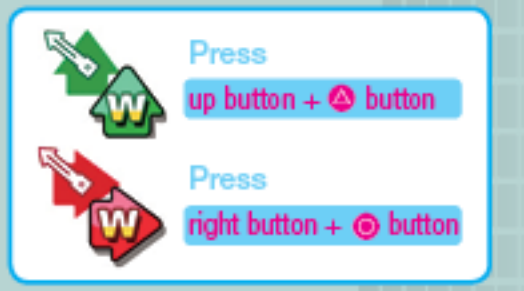
The icons on the right will fly towards targets from every direction. When the icon hits the target, press the appropriate button.

You can use the directional buttons on your PlayStation®Vita system instead of, or in tandem with the action buttons. For example, you can hit a ○ Target with either the ◉ button or the right button.

Sometimes there will be lots of targets that you have to hit quickly in a combo. In this case, try alternating your button presses between the directional buttons and action buttons e.g. the ◉ button and the right button.

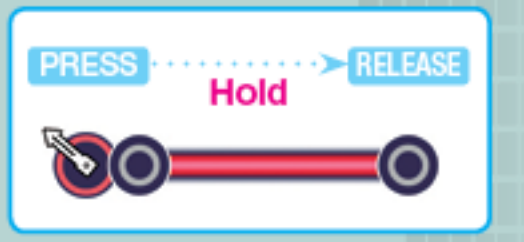


Double Targets



For Double Targets like those to the right, press both the directional button and action button indicated at the same time the Melody Icon hits the target.

Long Targets



When you see an icon like this, press the required button as it hits its target, then hold it until the second icon arrives.

Mastering Hold & Release: the Timing Bar for these melody icons has two hands. Press and hold the button when the first hand points up, and release it when the second hand points up.

Star Targets

When a ☆ Icon reaches its target, slide your finger on the screen (touchscreen) to “scratch” it. If there’s a series of stars coming up, try alternating your scratches left and right.

Linked Stars

Star Targets connected by a line are called Linked Stars. Scratch them without dropping your combo for a score bonus.

Double Stars

When you see a Star Target with a W on it, scratch on two places on the touchscreen at the same time. You don't have to scratch the ☆ Icon itself; as long as the timing is correct, you can scratch anywhere on the screen.

Technical Zone

In the Technical Zone, your objective is to get through a more challenging section of the song without losing your combo. The amount of notes remaining is displayed at the top left of the screen. If you keep getting COOL or GOOD grades, these remaining notes will disappear. On the other hand, if you drop your combo, you will fail the Technical Zone. When "Notes Left" reaches zero, "COMPLETE" will be displayed and you'll receive a Score and Grade Point bonus.

Chance Time

When the frame at the top and bottom of the screen changes during a song, you've entered "Chance Time"! For this section of the track, your Song Energy Gauge remains fixed, and you can rack up a juicy bonus score.

Furthermore, if you can fill the ☆ gauge to MAX, and scratch at the final Chance Target (big yellow star) with GOOD or better timing, you'll see an extra animation event and get a bonus to your Grade Points. The higher your Grade Points, the higher your final Clear Grade (EXCELLENT, GREAT etc.)!

BEAT CHANCE TIME TO REALLY TURN UP THE HEAT!!

31 Customize

After choosing a song, select “CUSTOMIZE” to customize your character’s appearance. Here you can choose which characters and modules to use for each song.

Customize Menu

❶ **Part:** Each VOCAL and GUEST part for the song will be displayed here. Select one to customize.
❷ **Part Selection Menu:** On this menu you can change out multiple characters all at once, use the recommended module set for a particular song, or revert to the default module settings.
❸ **Skins:** Choose which Skin (UI customization) to use in the rhythm game.
❹ **Shop:** Go to the Shop.

* You can customize characters in the DIVA Room, Edit Mode, AR Live, Photo Studio and the DIVA Room Mini TV gadget. Note that some options cannot be customized.

32 Customize

Select Module

Choose a performer to customize, then choose a Module from the list. In addition to Modules that change your character's overall look, you can also choose different Customization Items for their head, back and other parts.

* Some songs feature a guest performer slot. You won't be able to edit this until you have the appropriate Modules.

33 Customize

Customize Settings

Load Favorite

Load up combinations of Modules and Customization Items that you've marked as favorites.

Add to Favorites

This lets you add your current Module and Customization Items to your Favorites. Select a "NO_DATA" slot, then name your set and save. Selecting a slot with a set already saved will overwrite its contents.

Edit Favorites

Use this option to change the display order of customizations you've favorited.

Revert Changes

Reset your Module to its default settings. Not available in Edit Mode.

Part Selection Menu

Switch VOCAL parts and sets.

Previously Used Module

Switch to the last Module you used.

Switch

Use this option to switch the VOCAL and GUEST characters for songs featuring more than one performer. The face icon shown here indicates which character is the default choice for each song.

Recommended Set

Certain songs will have recommended Modules set in advance. Choose this option to try them out.

Set Default

Set all performers to their default Modules.

35 Customize

Skins

Set the Skin for this song. Skins are special customizations for the in-game user interface display which customize your rhythm game experience. Skin settings are saved separately for each song.

Shop

Move to the Shop screen. Here you can purchase Modules, Customization Items, Skins, and other in-game items.

36 DIVA Room

When not performing on stage, characters spend time in their own special DIVA Rooms. Stop by to hang out and decorate their rooms in your favorite style.

Switch Camera

Press the L / R buttons to switch between room views.

Communication Mode

Press the ✕ button or touch the character to enter Communication Mode. Rub your character's hair and face to create a bond. Mind your manners though—characters respond differently depending on where you touch them, and may even get angry!

You can only interact with the character a certain number of times within a given timeframe.

37 DIVA Room

Heart Balloon

When you touch a character, a Heart Balloon will appear and slowly inflate. Try to get the heart balloon as large as possible without popping it to raise your affinity with that character. Do this several times in a row to raise affinity even further.

Requests

Depending on their mood, your character may make a special request. Granting the request will trigger an event or allow you to join a fun mini-game, which boosts your affinity with them.

38 DIVA Room

Room Menu

Press the △ button to open the Room Menu.

Remodel

Select a room theme and furnishings to customize the room's appearance.

Customize

Choose the Module your character will wear in their room. See CUSTOMIZATION (p.31) for more details.

Item Event

Watch Item Events that happen according to the Room Items you have placed. Not all items have an event.

39 DIVA Room

Gifts

Give the character treats and various knick-knacks. Gifts can be purchased at the Shop. Choose what you give carefully, as they may not always be received in the spirit they're given.

Gadgets

Purchasing certain Room Items will unlock Gadgets. These items have fun or useful features. Try them out!

Jukebox: Create and play a playlist using in-game songs and MP3s you have saved on your PlayStation®Vita system.

TV: Similar to the Jukebox, create a playlist of your favorite in-game videos.

Game Console: View the staff credits.

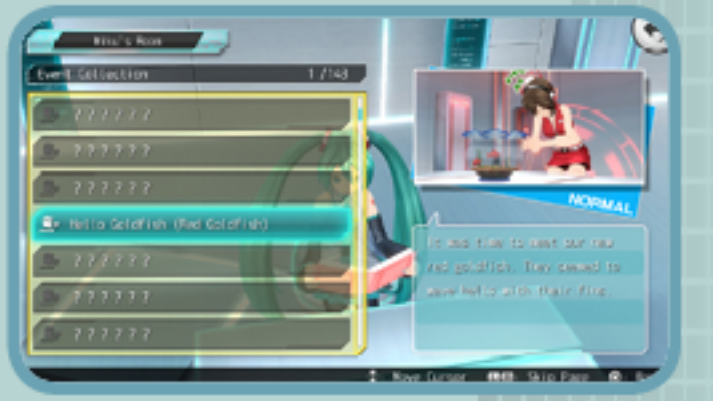
Visual Library: View all the load screen graphics you've unlocked, and choose specific images to use as loading screens. You can also set specific images to display on DIVA Room monitors, even images you've saved to your memory card.

* Images must be larger than 256x256 but smaller than 1920x1080 pixels, less than 10MB in size, and be in either JPEG or PNG format.

40 DIVA Room

Event Collection

See a list of events that you've unlocked in the room.



Affinity

Check each character's current affinity with you. You can raise their affinity by giving them Gifts and using Communication Mode. New items may even become available when you level up a character's affinity.

Switch Rooms

Move to a different room.

41 Shop

At the Shop, you can use Diva Points (DP) to purchase Modules, Room Items, and more.

Modules / Customization Items

Buy Modules and Customization Items to change your performers' appearance. Once purchased, you can use these any time you like.

Skins

Buy Skins to customize the appearance of the rhythm game's interface. Like Modules, once you've purchased one, you can use a Skin whenever you like.

Room Items

Buy furniture and other items to customize your rooms. To purchase multiple items, use the directional buttons to increase or decrease the amount of that item.

42 AR Mode

Enjoy live performances and capture screenshots with your favorite characters.

AR Live

Choose a song or a customization, and follow the on-screen instructions to map your surroundings, or use an AR Marker (press the L button to switch between the modes). Mapping is more accurate when there are visible objects and clear patterns. The accuracy of mapping is gauged by the number of glow sticks shown onscreen. You can also play Edit Data in AR Live Mode.

Markerless AR Mode: Enjoy AR Live without using an AR Live Marker. Please note that the character's height will not be accurately proportional to the surroundings.

AR Live Marker Mode: Use an AR Live Marker. If you do not have any AR Markers available, try downloading them from http://miku.sega.jp/f2/en for printing. The actual live performance itself is identical regardless of whether you use a marker or not.

Photography

Press the R button during a performance to take and save a photo.

43 AR Mode

Portrait

1. **Set Pose:** Choose a pose, expression and mouth shape.
2. **Arrangements:** Save your favorite character arrangements.
3. **Image Setup:** Adjust display brightness and color.
4. **Customize:** Customize your character.
5. **Auto-Timer:** Choose whether or not to use the camera's self timer. Set between OFF/2 seconds/10 seconds.
6. **Camera:** Choose the front or rear camera.
7. **Shutter:** Take the picture.

* Press the L button to switch between characters, and set their poses individually.

—Extra Markers—

Extra Markers refer to *Hatsune Miku: Project DIVA* series products or other AR cards. Use the rear camera to scan these markers. Some will give you extra room items!

* If the marker cannot be read correctly, please check for dirt or glare on the camera, and that you are positioning it at an appropriate distance.

44 Records

At the Records Menu, you can view comprehensive information about your play history.

Play Info

Check out your progress in the rhythm game, the number of times you've used each character, items you've unlocked, and other information.

Info By Track

Shows your clear grades for each track in each difficulty of the rhythm game. If a Rhythm Game Item is used, an icon to that effect will also be displayed.

Title List

You will unlock new titles as you proceed through the game. Here you can check out the titles you've picked up and the conditions to unlock others.

45 Records

Record Details

Check out your progress in the rhythm game, the number of times you've used each character, items you've unlocked, and other information.

Rhythm Game Clear %: Shows the percentage of songs you have cleared at any difficulty level.

Character Usage Count: Shows how many times you've used each performer in the rhythm game. Only the VOCALS part is counted—GUEST parts are excluded.

EASY/NORMAL/HARD/EXTREME: Shows your average Grade Point high scores for each song at each difficulty level. When this value reaches 100.0, this means that all songs at the given difficulty have been cleared with PERFECTs.

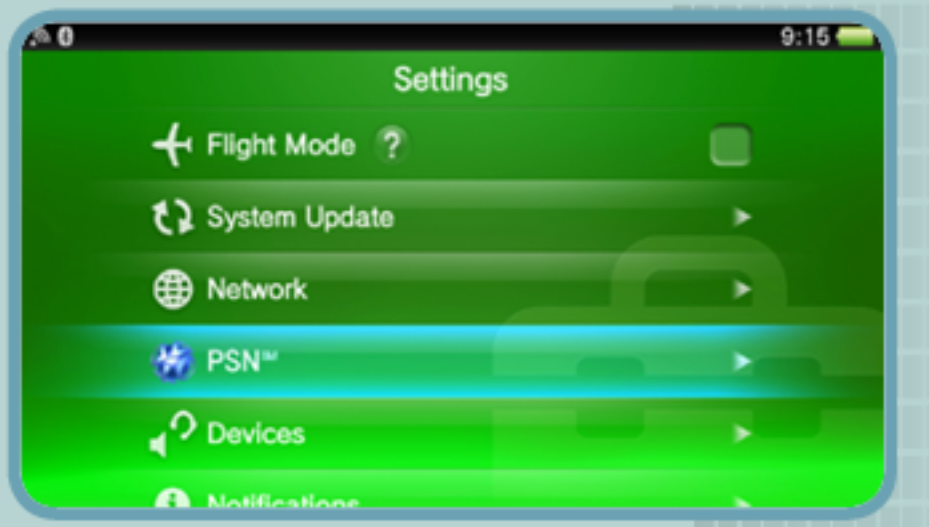
Overall: Shows your average Grade Point high scores for all songs and difficulties. The maximum value is 100.0, which would mean you've cleared all songs at all difficulties with perfect scores. Grade Points are calculated at the Results screen, so DROP X OUT results are also included.

46 Add-on Content

Additional content may be available for the game from PlayStation®Store. Be sure to check in regularly!

Sony Entertainment Network Account

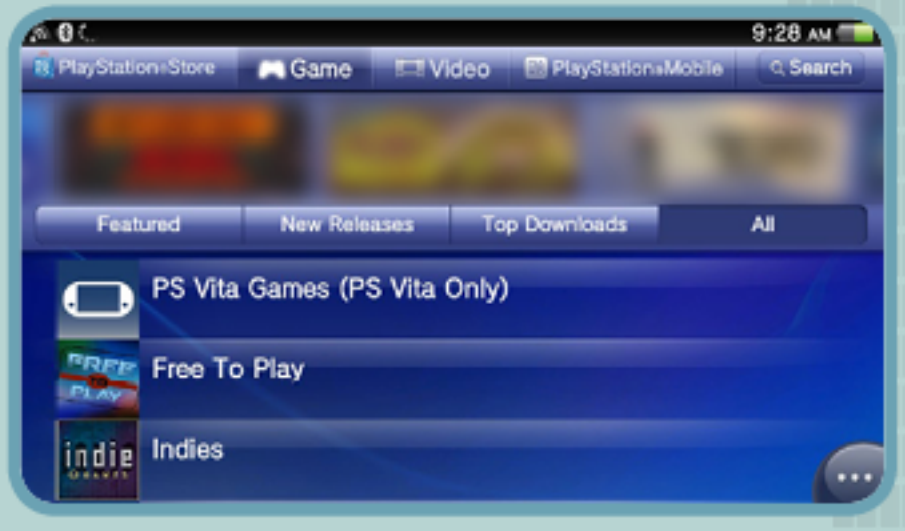
If you do not have a Sony Entertainment Network account, select "Settings" at your PlayStation®Vita home screen, and select "PSN[SM]" ➔ "Sign Up". Follow the on-screen instructions to create your account.



* You will need a wireless internet connection to connect to PSN[SM]. For information on internet settings, please refer to the PlayStation®Vita system's online manual at http://manuals.playstation.net/document/.
* If you are unable to connect to the internet using your PlayStation®Vita system, you can also access PlayStation®Store and make purchases using a PlayStation®3 system.

47 Add-on Content

PlayStation®Store Purchase and Download



From the home screen, select “PlayStation®Store”. Enter the game title to search for content, or select “PS Vita Content” ➔ “Add-on Content” to purchase and download compatible items.

When purchasing content, be sure to read the PlayStation®Store explanation carefully.

Using Downloaded Content (DLC): When you finish downloading content from PlayStation®Store and restart the software, the content you’ve downloaded will be loaded automatically and be accessible immediately. New content will be added to the Song and Module lists, and labelled with an icon that says “Extra”.

Extra content and the latest information about the *Project DIVA* series can be found at the official *Hatsune Miku: Project DIVA F 2nd* website:

http://miku.sega.jp/f2/en

48 Edit Mode

Build your own videos and rhythm game data in Edit Mode.

Edit Mode is not included with this software. Download the “Edit Mode” DLC free of charge from PlayStation®Store.

A minimum of 900MB free space is required on your memory card to download this DLC. Please see “Add-on Content (p.46)” for further details.

* If the “**Edit Mode**” DLC is not installed, you will not be able to load Edit Data in “Edit Play” or “Edit AR Live” (you can still play modes that do not use Edit Data, such as “Rhythm Game” and “DIVA Room”). Please install the pack when you wish to edit videos or play edit data.
* The “**Edit Mode**” DLC can be downloaded from PlayStation®Store along with the downloadable version of this game.

49 Edit Mode

Edit Guide

Below you'll find a basic workflow for creating Edit Data.

First Time Editors

- Starting Edit Mode (p.50)
- Using Simple Mode (p.52)

Experienced Editors

- Starting Edit Mode (p.50)
- Using Normal Mode (p.52)

Master the Basics

- Edit Screen Layout (p.54)
- Edit Menu (p.55)
- Placing Markers (p.58)
- Edit Options (p.69)

Editing a Video

- Moving Characters (p.59)
- Changing Stages (p.62)
- Adding Effects (p.64)
- Moving the Camera (p.62)
- Adding Lyrics (p.64)

Build A Target Chart

- Placing Targets (p.65)
- Chance Time (p.68)
- Technical Zones (p.68)
- Loading a Target Chart from another Edit (p.70)

50 Edit Mode

Edit Mode Menu

When you start up Edit Mode, you can create a new Edit, or open one you've already made at the first menu.

Create New Data

This option lets you create a rhythm game or video from scratch. Select from the following two modes:

Simple Mode: In this mode, sample placements are already included on the timeline, so you just need to select a song to begin. You'll find that camera and motion settings are already in place on the Editing Screen, and some editing features are not displayed (this can be changed via the Editing Options on p.69). Simple Mode is easier to use than Normal Mode, so follow the onscreen instructions and see what you can build.

Normal Mode: In this mode, you'll start by selecting a song, then customize other aspects of your video and rhythm game.

51 Edit Mode

Detail Menu

Load Data: Load Edit Data and edit it.

Load Edit Data Sample: Load sample Edit Data provided by SEGA. This can be edited the same way as ordinary Edit Data.

Delete Data: Delete data. Non-Edit Data is also listed, so be careful!

Duplicate: Copy Edit Data.

Import Previous Game's Edit Data: If Edit Data from *Hatsune Miku: Project DIVA f* for the PlayStation®Vita system is present on your memory card, it can be imported and used with this title. Please note that some DLC and other content cannot be imported, and will be replaced instead with default selections.

Tutorial: Watch the Edit tutorial.

52 Edit Mode

Getting Started

To start editing, select “Create New Data” from the Edit Mode menu, and then select “Simple Mode” or “Normal Mode”.

1. Select a Song to Edit

You can choose in-game tracks, or MP3 tracks stored on your memory card.

If you selected Simple Mode, you’ll move straight to the Edit Screen after choosing a song. Normal Mode users can adjust the settings below.

2. Set BPM and Time Signature

Set the tempo of the song. For in-game tracks, the correct tempo will be displayed for reference.

BPM: Beats Per Minute, or BPM, is a measurement of the song’s tempo. If there are 120 beats in a given minute, then the song speed is 120BPM. The higher the number, the faster the song and Melody Icons.

53 Edit Mode

3. Select a Sound Stage

Select the first stage your song will start with. This can be changed or added to later. Press the △ button to preview.

4. Select Module

Select the characters, Modules and Skin to use in your video. Select “CUSTOMIZE” and set EDIT 01 through 03 to performers of your choice. Use “Switch” to choose a different character.

5. Start Editing!

With all the prep work out of the way, select “START EDITING” to get started.

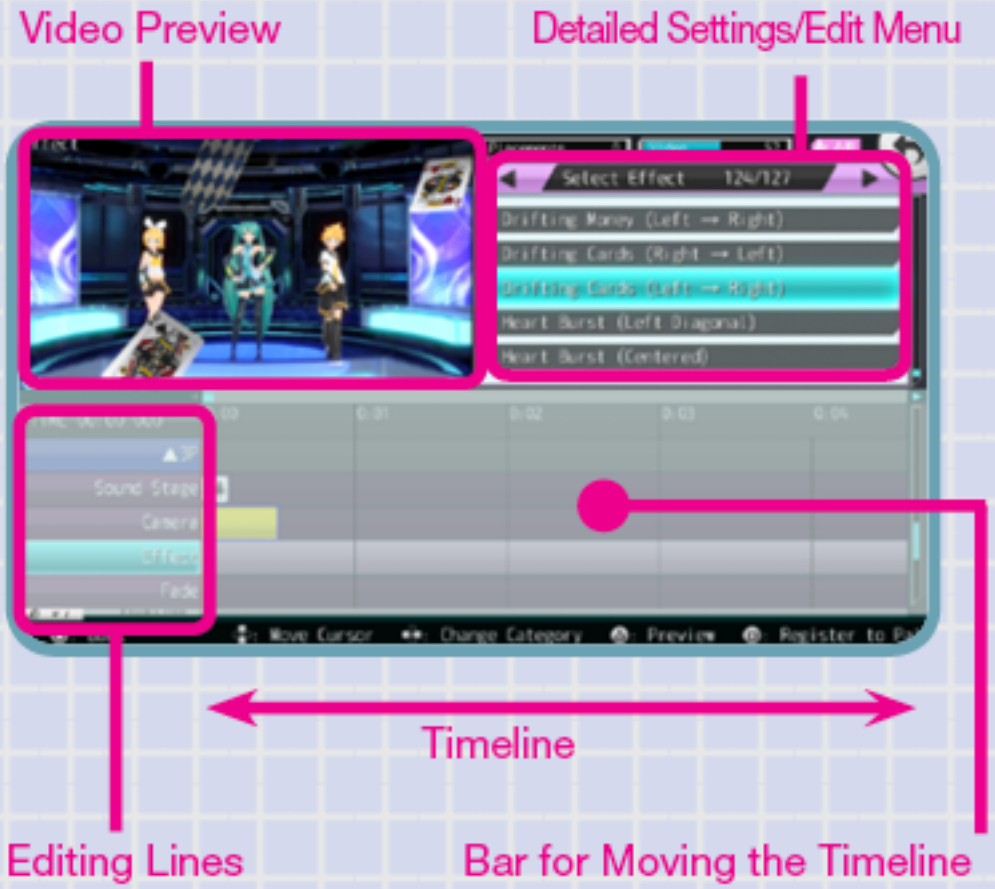
54 Edit Mode

Main Editing Screen

The timeline (horizontal axis) shows the track time and the song's measures. Move the bar to set a time position for editing or to preview your video.

Position the bar where you wish to insert something, then select a dance, background for the character, marker for the rhythm game and more from the left-hand menu. Use the up and down buttons to scroll, and the ⊗ button to open the Edit Menu.

Press the △ button to see a simple preview of the edited video. For a full preview, select "Watch" in "Edit Options".



55 Edit Mode

Adjusting Timeline Items

Once you've chosen something to place in your video, a box or icon will appear on the timeline. To open the settings and presets menu for a box or icon, align the bar with the left edge of an icon you've positioned and press the ✕ button.

Edit Menu

Press the □ button on the Main Editing Screen to display the Edit Menu. You can also open up specific options for a particular box or icon by moving the bar on top of it, and pressing the □ button.

Placements: Fills up as you place more objects and characters.

Video: Fills up depending on what kind of assets you use.

AR Mark: Indicates that you can use the data in AR Mode.

56 Edit Mode

Undo / Redo

Select “Undo” to delete the last change you made. Select “Redo” to restore it.

Delete / Move / Copy

Delete, move or copy a box or icon you’ve selected. Targets (p.65) require you to select a range.

Register Palette

Select an Icon on the timeline to add to your Palette. Palettes you’ve added will be registered to the “Preset” list in each menu for easy access. Palettes are saved with the system data, so you can use them on new Edit Data as well.

Edit Palette

Change the name of a preset, or delete it.

57 Edit Mode

Change Box Color

You can change the color of boxes (marked sections on the timeline) for the Camera, Chance Time, and other time markers here.

Create Title Thumbnail

Create a Title Thumbnail from the current frame to show a one-shot preview of your Edit. This thumbnail will be shown in the Edit Play menu (p.73), and can be edited in the “Input Track Info” selection in Editing Options (p.69).

Return to Previous Marker/Jump to Next Marker

Move along the timeline according to the markers you have set.

Set Loop

Choose this option to loop a specific section of your edit while previewing it.

58 Edit Mode

Markers

Use markers to set the end point for songs and videos, and place references on the timeline.

Insert Markers

Place a variety of colorful markers anywhere on the timeline to make editing easier. These can be easy references for things like: “Chorus starts here” or “Dance changes here” etc.

Set Track Start Time

Set the start point of the song. By setting the start time to a negative number, you can insert a pause at the beginning of the track.

Set Track End Time

Set the end point of the song using the timeline bar.

59 Edit Mode

Characters

Show Model

Show or hide character models.

Customization Display Settings

Show or hide Customization Items you've set for your characters. To edit their Customization Items, select the "Customize (p.31)" option in "Edit Options".

Show Shadow

Show or hide character shadows.

Character Position

Set your performer's position and movement here.

Set Starting Position: Enter start position.

Set Ending Position: Enter end position.

60 Edit Mode

Animation

Choose an animation from the list and set it for your character. After placing it on the timeline, select its icon and press the ⊗ button to edit other aspects of it.

Play Speed: Change the animation's speed.

Play Start Time: Set the starting point of the animation.

Transition: Enable or disable a transition where two different animations are joined.

—Looping Animations and One-off Animations—

Looping animations continuously loop, whereas one-off animations finish after a single play. The icon to the right of the animation's name tells you what type of animation it is.

Looping Animation

One-off Animation

61 Edit Mode

Items

Choose an item for the performer to hold during the video. Some items have specific animations which may deactivate animations that you've already set.

Expression/Facial Effect/Line of Sight/Blink

Select the performer's expression and line of sight from the list. Pick and mix to give your performers a splash of personality.

Left Hand/Right Hand

Customize the performer's hands with options like "Open Hand", "Pointing", and many others.

Lip Movement

Set how the performer's mouth moves.

* You can set transitions for hands, lips and other features you've animated by selecting them on the timeline, pressing the ⊗ button, and selecting "Change Settings" ➔ "Transition (p.60)".

62 Edit Mode

Stage

Select a Sound Stage for your video from the list. If you want to set more than one stage, be careful not to exceed your Video capacity.

Camera

On this line, you can set how the camera moves in your video. Choose from either Presets or Manual Input. You can specify the camera's angle and positioning in "Change Settings". Add a Key to change how the camera moves.

Edit Key: Edit settings for a Key you've inserted (points on the camera's movement) and make detailed changes to camera movement.

Add Key: Add a Key to a Box (marked section on the timeline) for which you've set the camera.

Delete Key: Select a Key and delete it.

63 Edit Mode

Camera Controls

The camera's position and focal point can be controlled as follows:

Rotate camera around focal point: left stick

Zoom to and away from focal point: right stick

Move focal point horizontally/vertically: R button + left stick

Move focal point forward/backwards: R button + right stick

Rotate focal point around the camera: L button + left stick

Move focal point closer to / further from the camera: L button + right stick

64 Edit Mode

Effects

Select “Sparkle Snow”, “Confetti”, and other effects from the list to add some flair to your videos.

Fade

Choose a fade in/out effect from the list. You can halt a fade mid-way by adjusting the effect’s starting position and setting its playback time to 0.

Lyrics

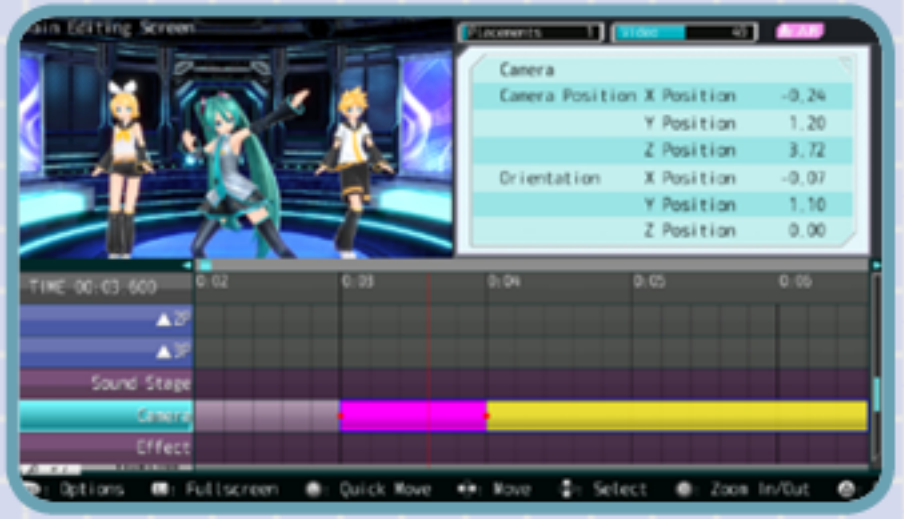
Enter lyrics for the song you’ve selected. Choose a position to insert lyrics, and press the ⊗ button on your lyric placement to adjust their display time and color.

65 Edit Mode

Rhythm

Change the tempo and time signature (p.52). If the tempo changes mid-song, it can be adjusted here.

Targets



Insert Targets

Set the timing for your targets to appear. There are three ways to do this:

Normal Input: Place targets manually. Move the timeline bar to the desired location, and press the corresponding button or right stick.
Press the R + △ button to see a simple preview of your video.
Input special targets using the following commands:

- **Double Targets:** Press the corresponding button twice in succession.
- **Long Targets:** Hold the button and use the left button and right button to set the target's release point.
- **Stars / Double Stars:** Flick the right stick once for a Star, or twice in succession for a Double Star.
- **Linked Stars:** Hold the L button, and flick the right stick to set the first Star, then use the right button to move down the line to the next position. Flick again to set the next Star. As long as you hold the L button, all Star Targets placed will be linked.

Triplet Input: Set a range for Triplet Targets. This will allow you to squeeze three targets into a quarter note or eighth note.

Real Time Input: Enter targets in time to the music, just like you're playing the game. If you have set a loop (p.60), you can only drop targets in real-time within its range.

67 Edit Mode

Position Targets

Decide where targets appear on the screen. You can toggle between the "Position Targets" and "Set Path" options by using the L button.

Position Targets: Move the bar over a target, and press the ✕ button to select it. Press the directional buttons to move it, then press the ✕ button to lock the target in place. Press the □ button to choose from options that let you move, flip or reverse multiple targets.

Set Path: Adjust the direction that Melody Icons fly onto the screen. Press the △ button to copy the angle of the most recent target. Press the ✕ button again to lock in the change.

Presets: Position targets according to preset charts. Some presets allow you to place high difficulty patterns, such as targets that appear in a circular or triangular sequence.

68 Edit Mode

Chance Time

Create a Chance Time range by moving the bar to a start point, then select “Set Chance Time”. Next move the bar to the Chance Time end point. A Chance Target will be placed here automatically.

* Note that you cannot set Bonus Events in Edit Mode.

Technical Zone

Just like Chance Time, move the bar to a timeline start point, and select “Set Technical Zone”. Then move the bar to an end point to set its final position.

69 Edit Mode

Edit Options

Press START at the Edit main menu to display the following options:

Test Play

Test out how your newly edited data plays as a rhythm game.

Watch

Watch your Edit as a video.

* To toggle the time/beats display during “Test Play” and “Watch”, press the SELECT button.

Edit Timeline Display

Toggle which lines to display to the left of the timeline. Hiding menus you’re not using makes the screen easier to navigate.

70 Edit Mode

Customize Character

Change characters, and customize your Modules and Skins. You can also choose whether or not to display each character at their true heights.

Sound Effect Settings

Change sounds for button and scratch targets.

Import Music Data

Import track data into the Edit you're working on. With this feature you can copy Rhythm, Target, Chance Time, and Technical Zone placements from another Edit Data you've downloaded. This can be a quick way to get started on a new project!

71 Edit Mode

Edit Lockout Settings

Toggle the lockout settings for your edited data, and add password protection. This “lockout” takes effect when you upload password-protected data, and anyone who wants to edit it will have to enter the password. Locked-out Edit Data can still be played like normal in Edit Play.

Input Track Information

Enter a song name, author, and other comments. You can also set a recommended difficulty level using the directional buttons (the track itself will not change).

72 Edit Mode

Save / Load

Save or load Edit Data.

Edit Data is not saved automatically. Changes will be lost if you exit the mode or open up a different edit without saving.

Finish Editing

Complete the current edit, and return to the Edit Menu. If you wish to save the Edit Data you're working with, please do so before selecting this menu item otherwise your work will be lost.

73 Edit Mode

Playing Edit Data

You can play Edits at the “Rhythm Game” ➔ “Edit Play (p.21)” menu, and depending on the size of the data, at “AR Live (p.42)”. Modules and Skins settings will match the settings made when the data was created.

Select Edit Data

To play an Edit, it must be stored on your memory card. Edit Data without target charts can only be viewed as a “Video”.

Favorites: Select an Edit and press the △ button to register it as a favorite. It can now be found in the Favorites tab.

Network Sync: If you have favorited an Edit that has been uploaded to PSN[SM], that will be reflected in its online stats along with the number of times you have played this Edit.

Select Song

After selecting an Edit Data to play, choose a track to play with it.

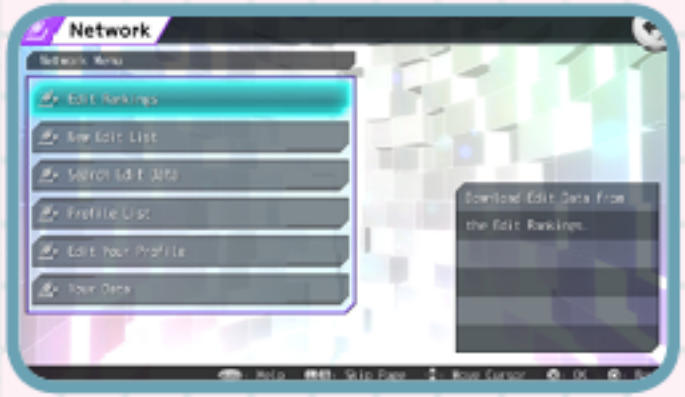
Video Track: Select a track from the songs included in *Hatsune Miku: Project DIVA F 2nd*.

MP3: If the Edit you want to play uses an MP3, the MP3 data must be saved on your memory card. MP3 data cannot be uploaded to the online server along with Edit Data. For more information about MP3s, see p.16.

75 Network

Share Edit Data via PSN[SM]. Upload Edit Data to share it, and download Edit Data uploaded by others.

Before you use Network Mode to share Edit Data, please note the following:



—Precautions when going online—

- To connect to PSN[SM], you will need an internet connection, a Sony Entertainment Network account, and you must agree to the terms and conditions therein. Parental or guardian permission is required for users under 18. Some services may require additional peripherals or payment. Please visit http://us.playstation.com/psn/ for more information.
- Internet connection charges are paid by the user.
- Data uploaded to PSN[SM] may be seen by a great number of people. Please be careful to avoid posting private information about individuals, or anything that others may find offensive.
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- Please note that Network Mode service is subject to cancellation without advance notice.

Edit Rankings / New Edit List

At this menu, you can download Edit Data that has been uploaded to PSN^{SM} and sorted by Ranking and Upload Time. An Edit's Ranking is determined by its download count, play count, favorite count and is calculated on a weekly basis. Changes to both lists may not be reflected immediately.

* Only Edit Data with a "Ranking" mark will be registered to the Edit Rankings and New Edit List.

Search Edit Data

Use the following methods to search for Edit Data to download:

Upload ID Search: Search by the ID assigned to an Edit when it was uploaded.

Friends List: Displays your registered PSN℠ Friends. Select a friend from the list to download Edit Data from their online storage.

Online ID Search: Enter a friend's Online ID to download Edit Data from their online storage.

Profile List

Check out the profile of the person who created a particular Edit Data you've downloaded. Open their online storage to download more Edits by the same user, or make a PSN[SM] Friend request.

Edit Your Profile

Edit your own profile. Your profile is registered to your Sony Entertainment Network account and will be published on PSN[SM]. Decide whether to display or hide your birthday and overall play stats.

Your Data

Upload Edit Data you've made to the online server. You can also manage the Edits you've uploaded to your online storage here.

When uploading Edit Data: Select a slot that reads "NO DATA" to upload data stored on your memory card. When you upload an Edit, its default privacy setting will be set to "Private" (other users can only find it by its Upload ID), but you can change this at any time.

Managing Edit Data: To manage your Edits, choose one from the list and select "Upload", "Download, or "Delete".

- **Upload:** Upload an Edit stored on your memory card. You can also update an Edit as long as you use the same music track. When you update an Edit, its Upload ID and related network registration information will be unchanged.
- **Download:** Save an Edit Data from online storage to your memory card.
- **Delete:** Delete an Edit Data from your online storage.

—Caution when uploading data—

- Data uploaded to an online service may be seen by a large number of people. Please avoid posting private information about individuals, or anything that others may find offensive.
- Edit Data is compatible with the PlayStation®3 system's version of the game. Provided you use the same Sony Entertainment Network account, both systems will access the same online storage. Even if you choose not to publish your data to the rankings, you can still share data between your own systems—simply keep privacy set to "Private" at the time of upload. Other users can only find your Edit if they know its Upload ID.
- You cannot re-upload data you have downloaded that was created by other users, unless you enter the correct password in Edit Mode and save it as a different Edit.

Hatsune Miku: Project DIVA F 2nd

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Hatsune Miku: Project DIVA F 2nd

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For more information on this

game please visit

www.sega.com

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IMMEDIATELY DISCONTINUE use and consult your doctor before resuming gameplay if you or your child experience any of the following health problems or symptoms:
• dizziness • eye or muscle twitches • disorientation • any involuntary movement
• altered vision • loss of awareness • seizures or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR DOCTOR.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far a way as possible from the screen.
- Avoid prolonged use of the PS Vita system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Software licensed for play on PlayStation®Vita systems in the Americas. Use of the PlayStation®Network is subject to applicable user agreements and privacy policies found at:

www.us.playstation.com/support/useragreements

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